
Subject: Scripts.dll help

Posted by [gibberish](#) on Wed, 23 Jun 2004 19:28:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

thinlan!kill thinlan

I don't know of a way to do it from the console however if you want to do it from the chat (F2) then !kill the only other code you need is the code to get a player name:

```
unsigned long GetPlayerData(GameObject *obj)
{
    if (!obj)
        return 0;

    __asm {
        mov edx, obj
        mov eax, dword ptr[edx + 960h]
    };
}
```

```
LPCWSTR GetName(unsigned long ptr_)
{
    if (!ptr_)
        return NULL;

    __asm {
        mov edx, [ptr_]
        mov eax, dword ptr[edx + 758h]
    };
}
```

```
LPSTR GetPlayerNameA(GameObject *obj)
{
    LPCWSTR lpszSource = GetName(GetPlayerData(obj));

    return wcstombsnew(lpszSource);
}
```

```
LPCWSTR GetPlayerNameW(GameObject *obj)
{
    return (LPCWSTR) GetName(GetPlayerData(obj));
}
```

```
char *wcstombsnew(LPCWSTR lpszSource)
{
    if (!lpszSource)
```

```

return NULL;

// Add 1 to include null terminator
size_t stLen = wcslen(lpszSource);
size_t stZero = stLen + 1;

// Calculate how much space is needed
size_t stNew = wcstombs(NULL, lpszSource, stZero);

if (stNew == ((size_t) -1))
    return NULL;

char *lpszTarget = new char [stNew + 1];

wcstombs(lpszTarget, lpszSource, stZero);

return lpszTarget;
}

// Version of wcsdup that uses new instead of malloc
LPWSTR wcsdupnew(LPCWSTR lpszSource)
{
    if (!lpszSource)
        return NULL;

    // Copy the wide string
    size_t st_len = wcslen(lpszSource);
    LPWSTR lpszTarget = new WCHAR[st_len + 1];
    wcscpy(lpszTarget, lpszSource);

    return lpszTarget;
}

```

Everything you need is now in this thread.
